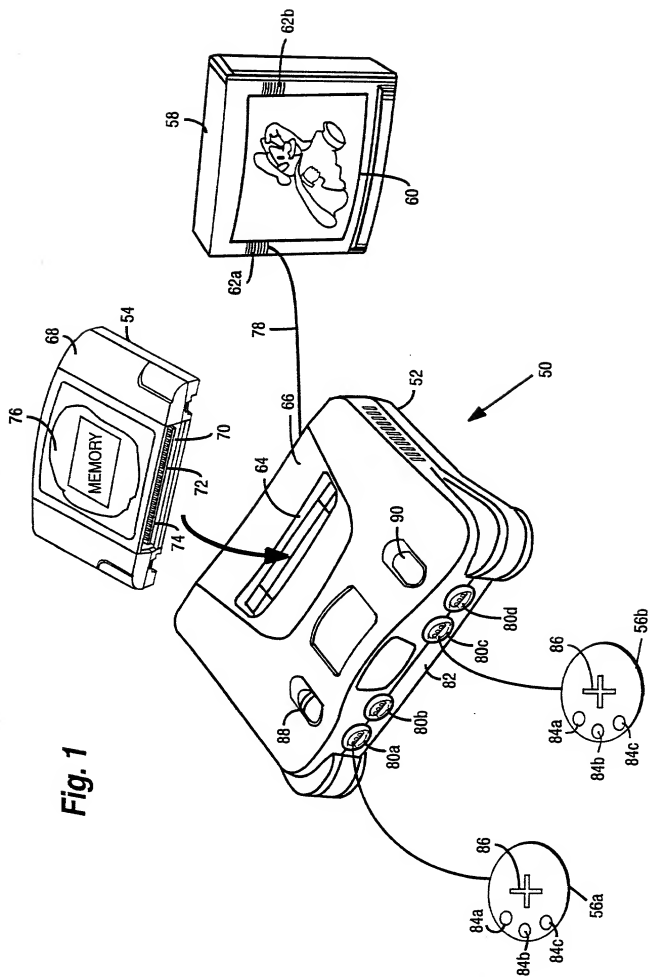


Fig. 1



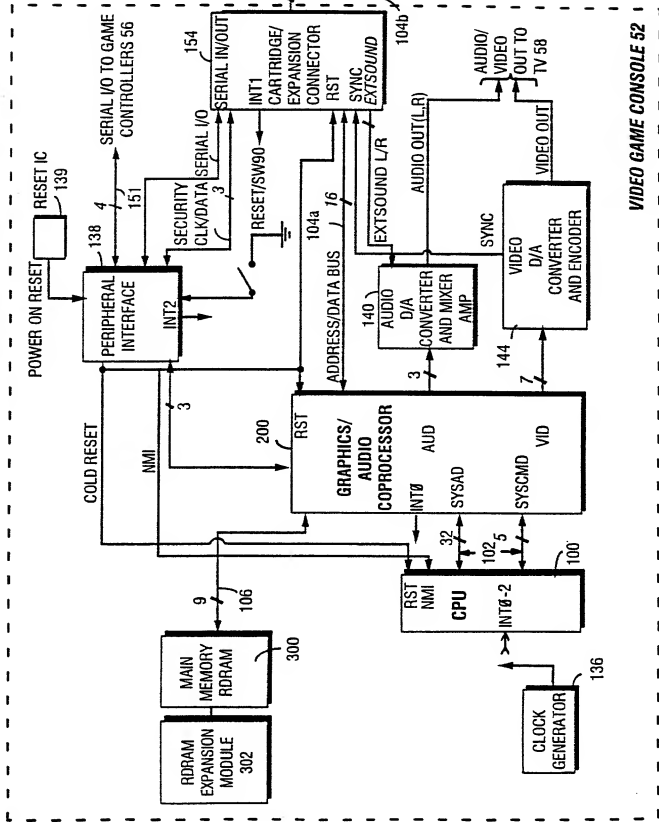
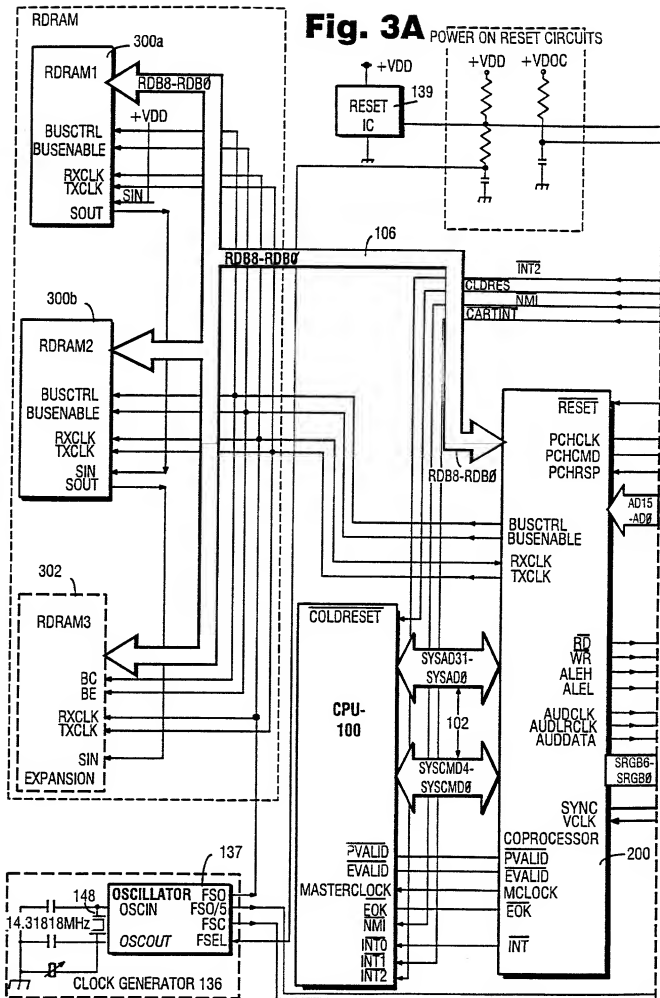
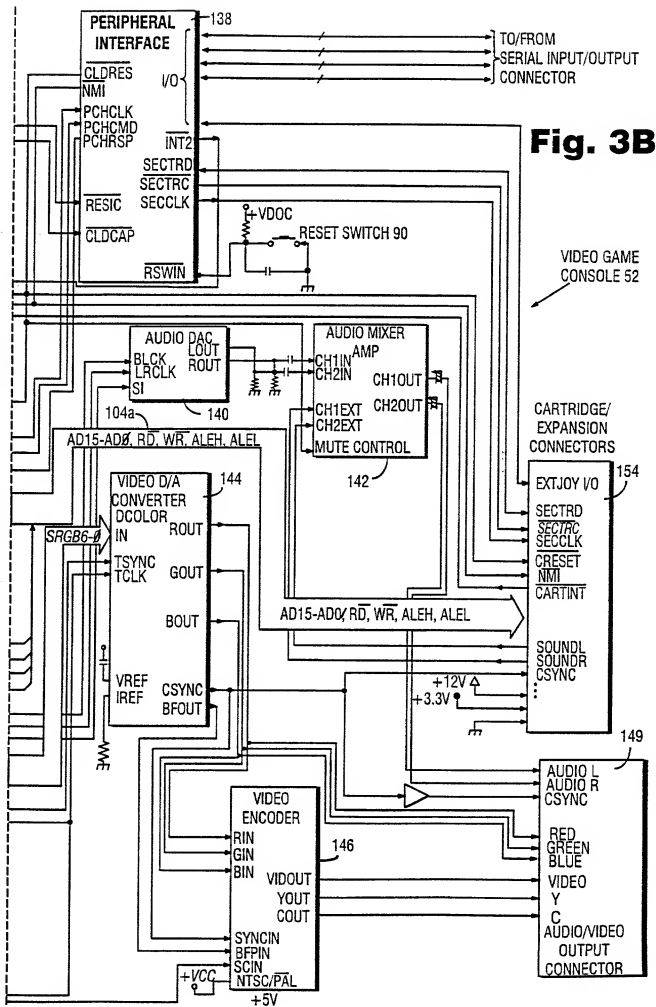


Fig. 2

Fig. 3A POWER ON RESET CIRCUITS



1052355.012302



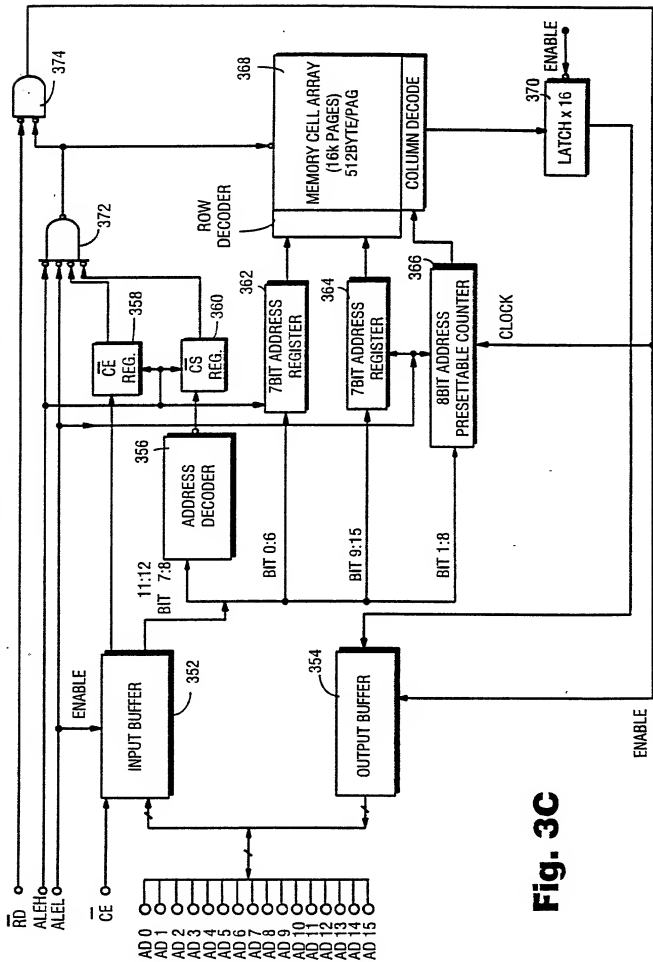


Fig. 3C

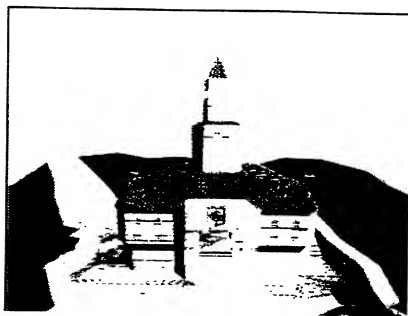


Fig. 4A

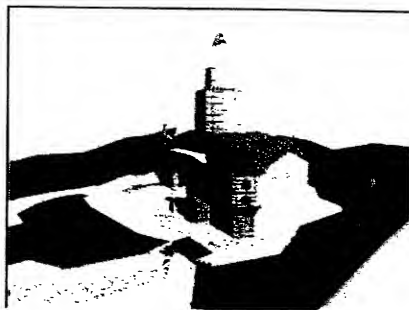


Fig. 4B



Fig. 4C

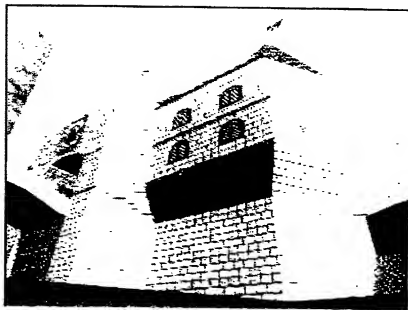


Fig. 4D

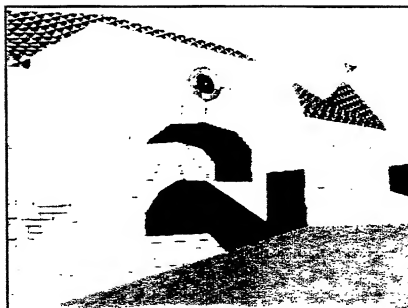
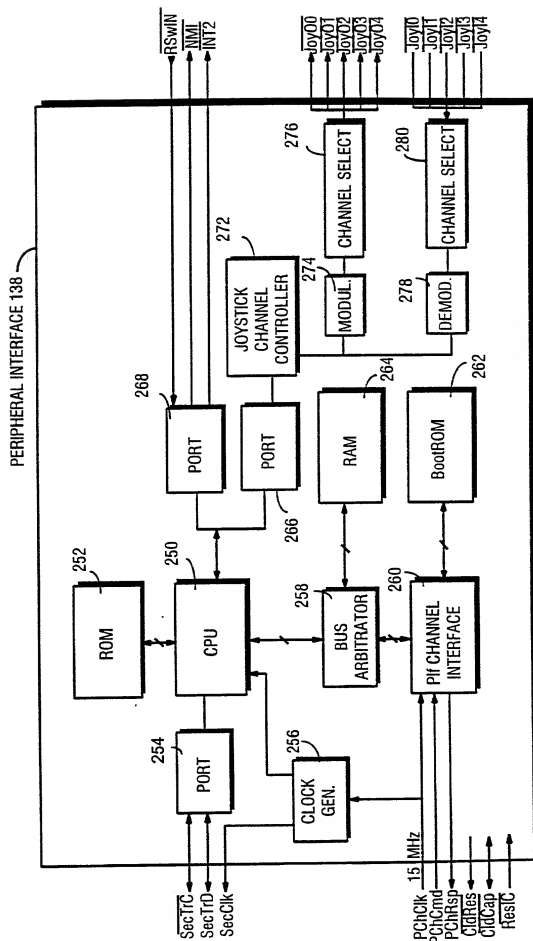


Fig. 4E



Fig. 4F

Fig. 5



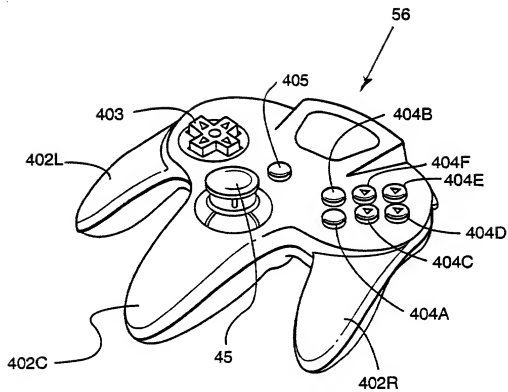


Fig. 6

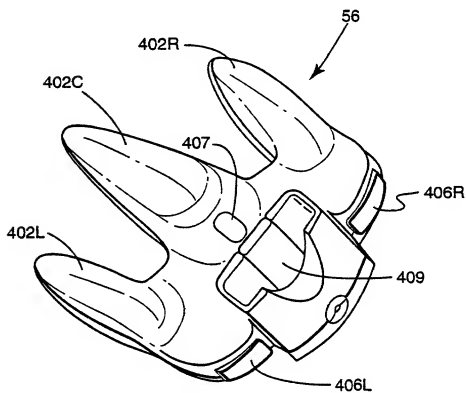
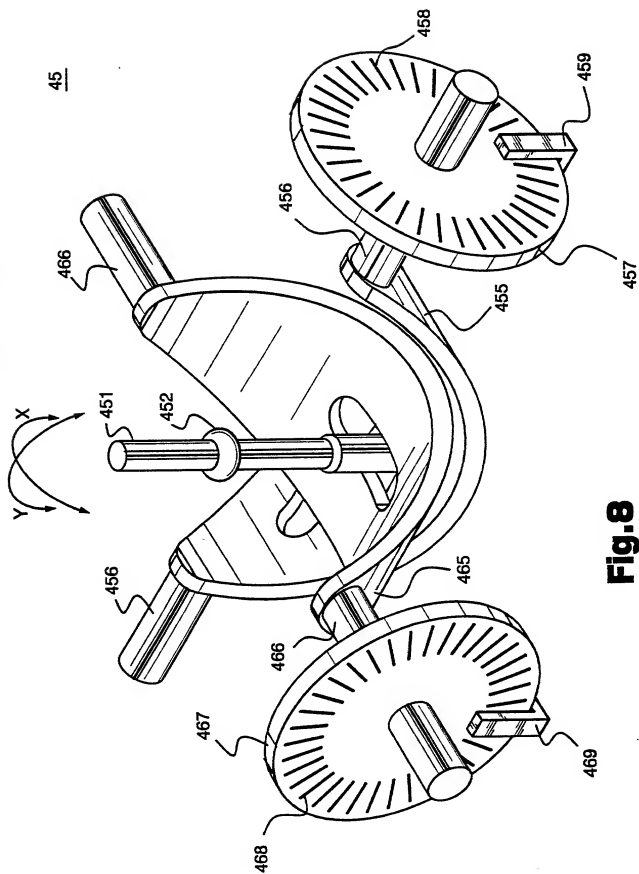
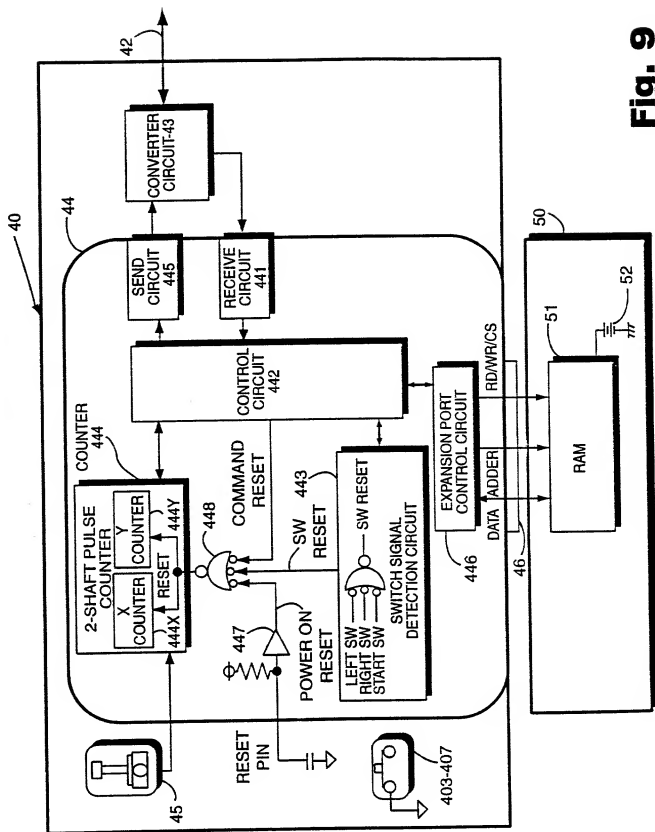


Fig. 7





10052265.012302

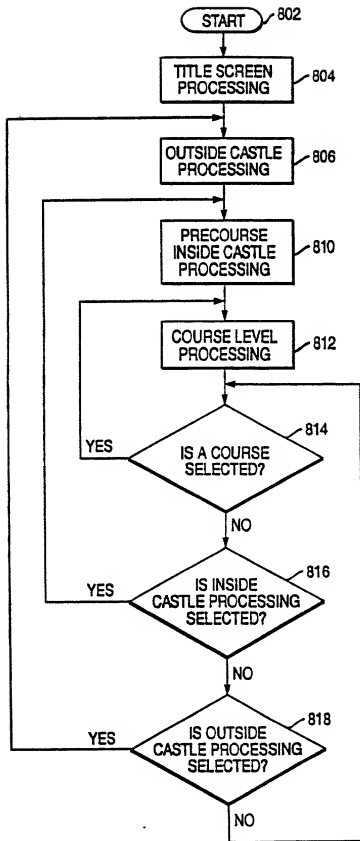
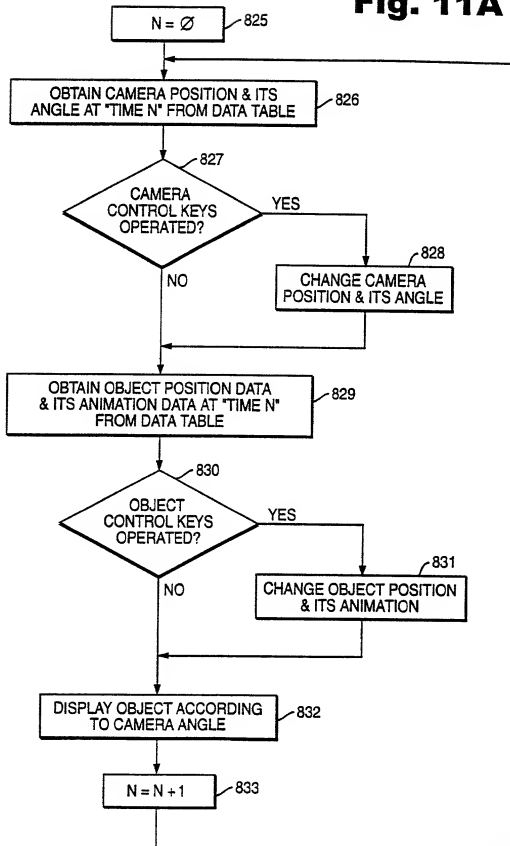


Fig. 10

Fig. 11A



10052365 "012302

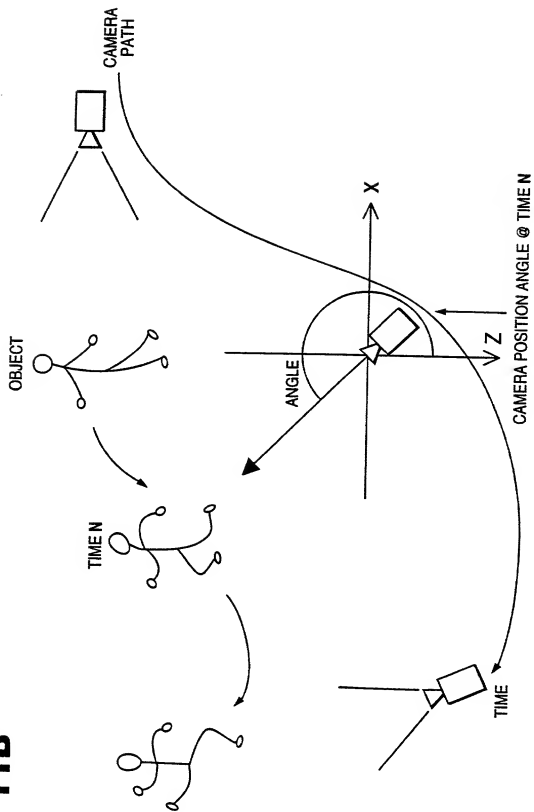
Fig. 11B



Fig. 11C



Fig. 11D



Fig. 11E

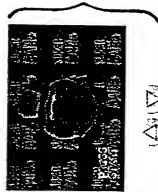


Fig. 11F



Fig. 11G



Fig. 12

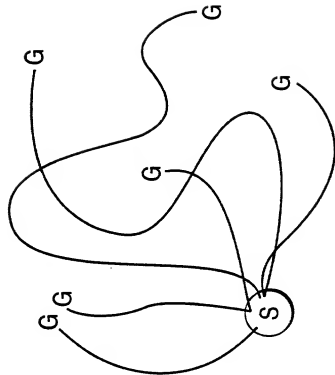
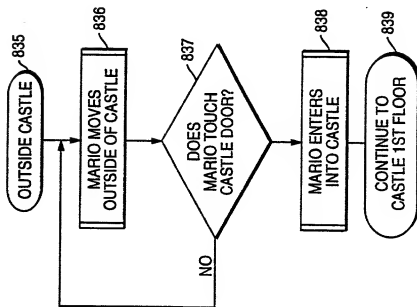
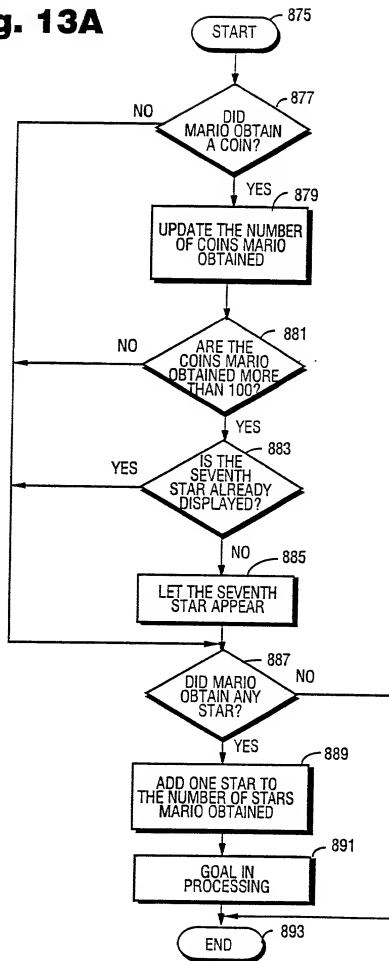


Fig. 13B

Fig. 13A



10052365.012302

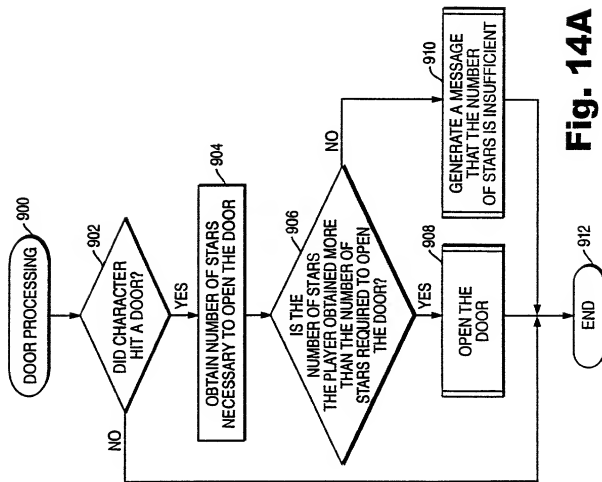
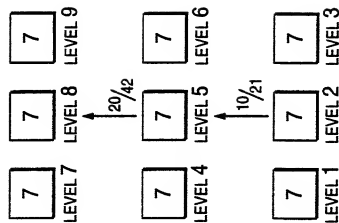
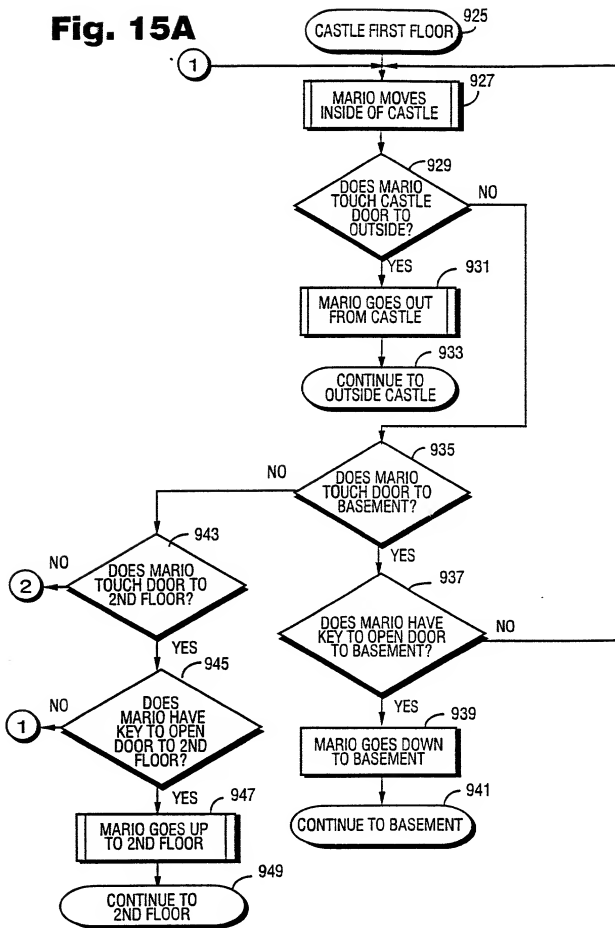
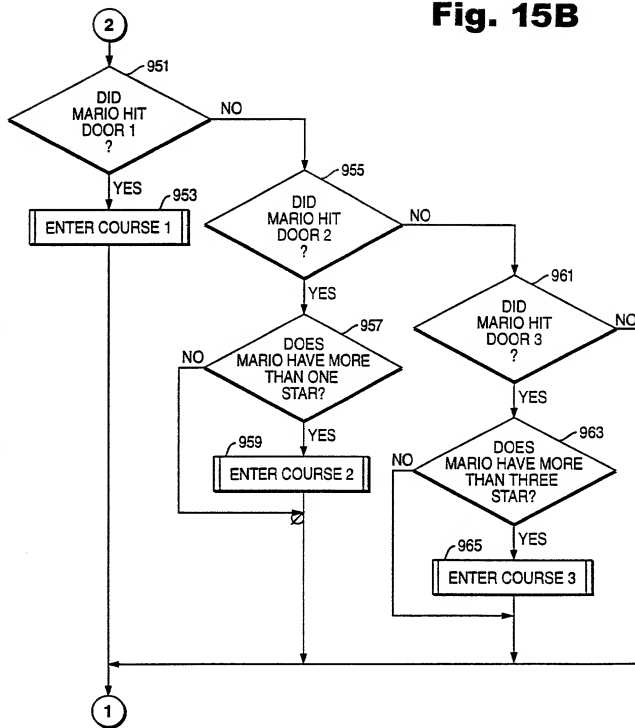
**Fig. 14B**

Fig. 15A



10052365 012302

Fig. 15B



10052365-012302

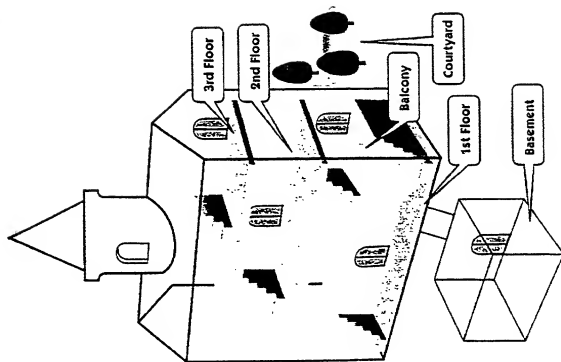


Fig. 15C



Fig. 15D

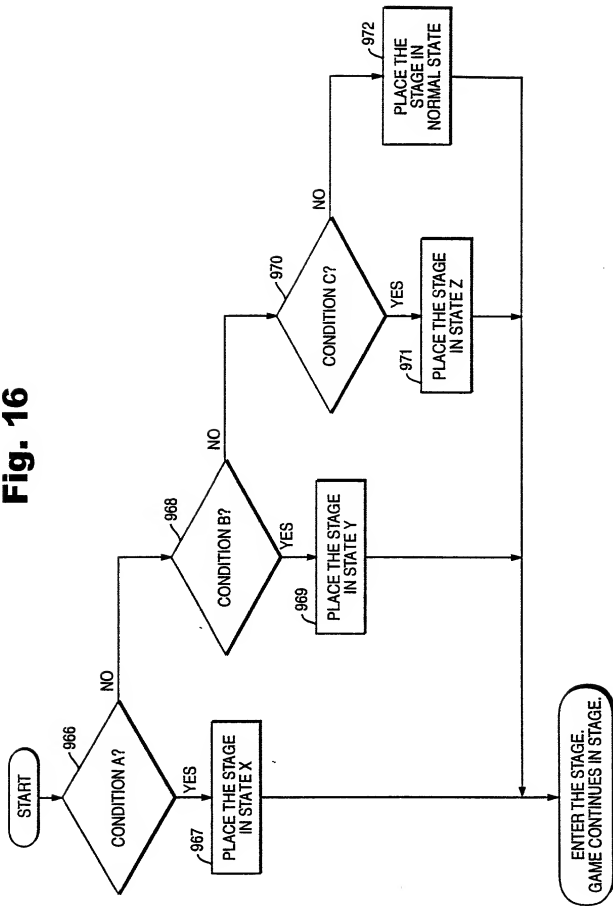
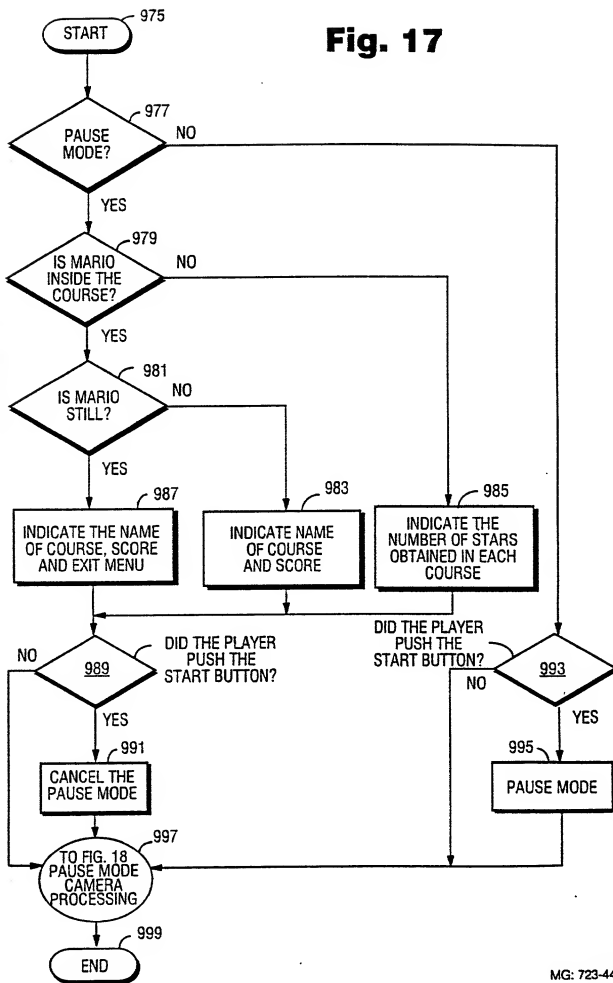
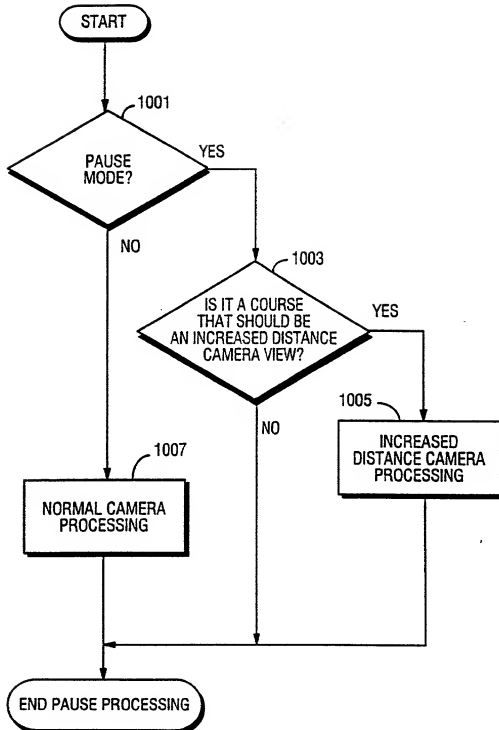
Fig. 16

Fig. 17



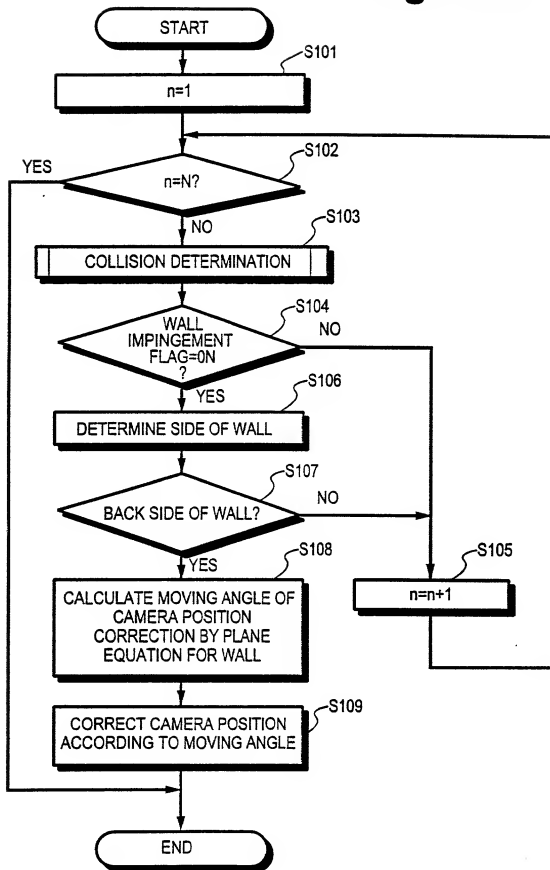
10052365.012302

Fig. 18



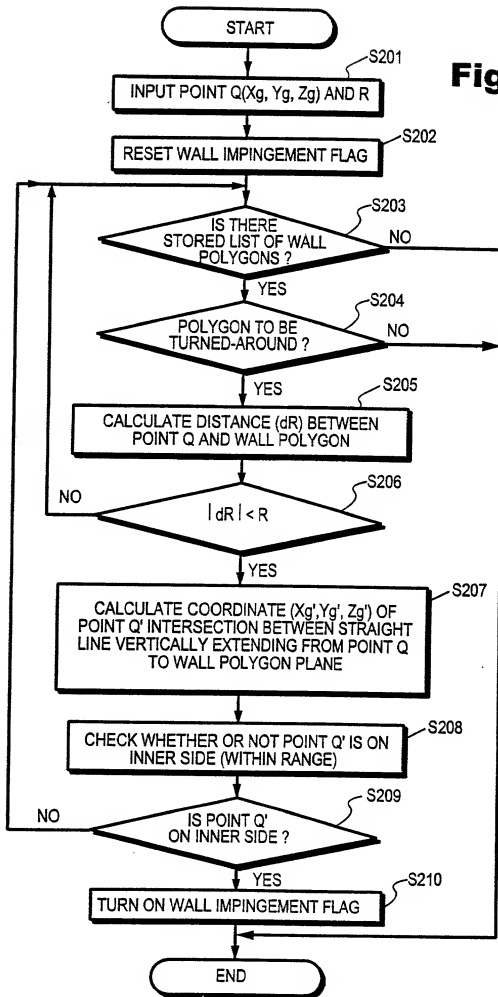
10052365-012302

Fig. 19A



10052365.012302

Fig. 19B



10052365-012302

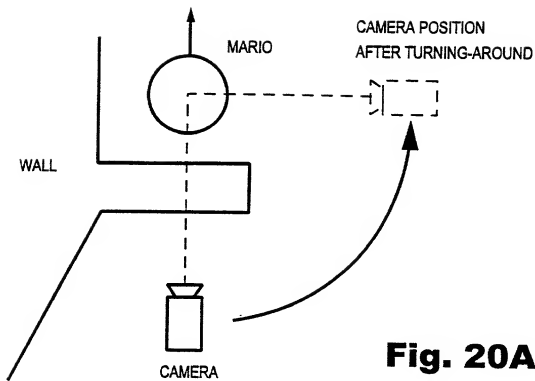


Fig. 20A

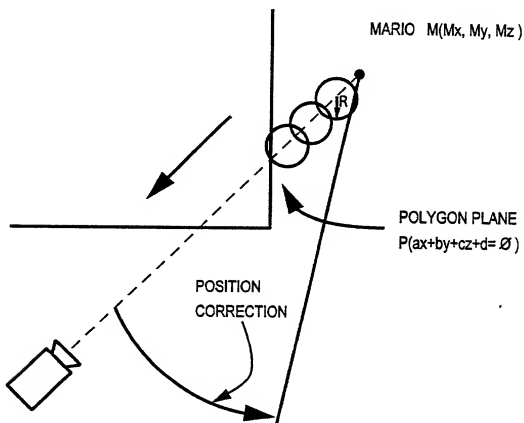
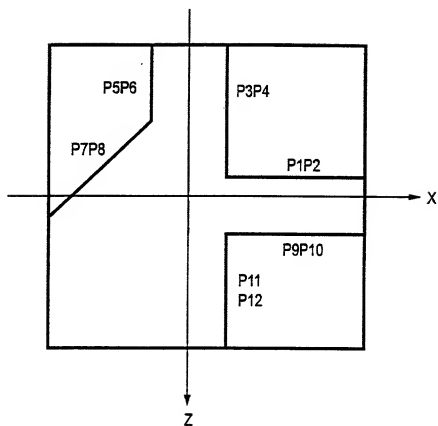


Fig. 20B

CAMERA $C(C_x, C_y, C_z)$

**Fig. 20C**

10052365-012302

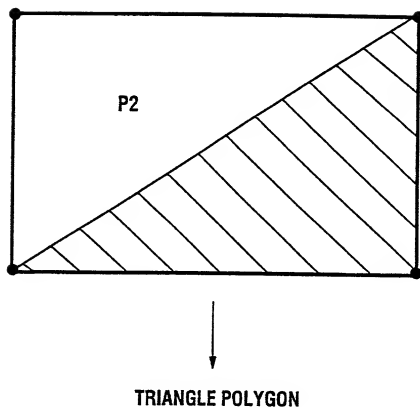


Fig. 20D

10052365-012302

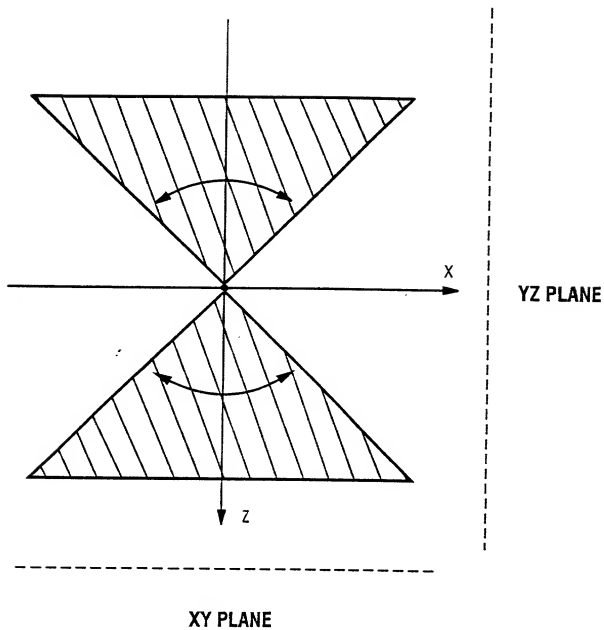


Fig. 20E

Fig. 20F

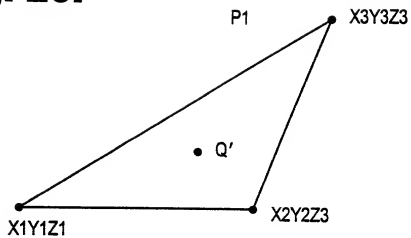


Fig. 20G

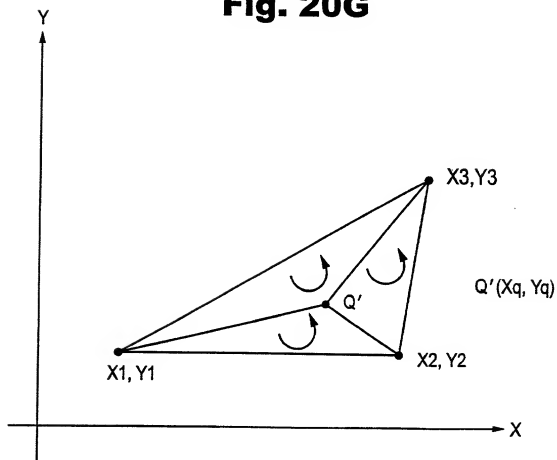
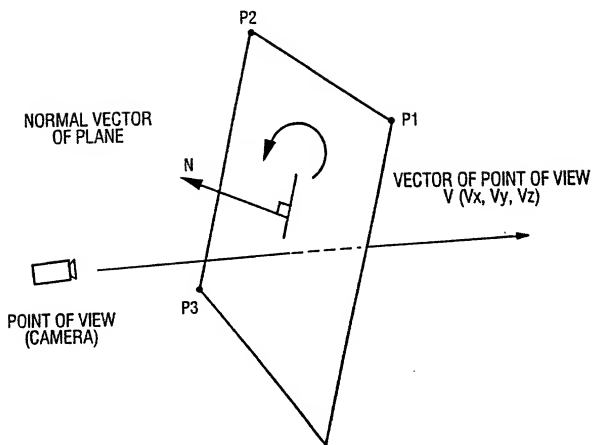


Fig. 20H



10052365-012302

```
graph TD
    START([START]) --> 1500[SET START CAMERA MODE]
    1500 --> 1502[GAME PROGRAM PROCESSING]
    1502 --> 1504{SUBJECTIVE MODE?}
    1504 -- NO --> 1506{EVENT SHOOTING MODE?}
    1504 -- YES --> 1508[MARIO'S MOVING PROCESSING]
    1506 -- YES --> 1510[MOVING OBJECT PROCESSING FOR EVENT]
    1506 -- NO --> 1508
    1508 --> 1512[OTHER OBJECT PROCESSING]
    1510 --> 1512
    1512 --> 1516[SEARCHING STATES OF MARIO]
    1516 --> 1518{CHANGE CAMERA MODE?}
    1518 -- YES --> 1520[CHANGE CAMERA MODE]
    1518 -- NO --> 1516
    1520 --> 1502
    1516 --> B((B))
    B --> 1502
```

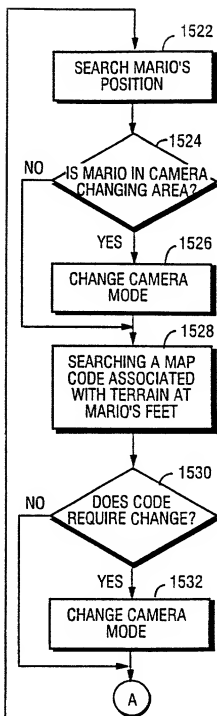
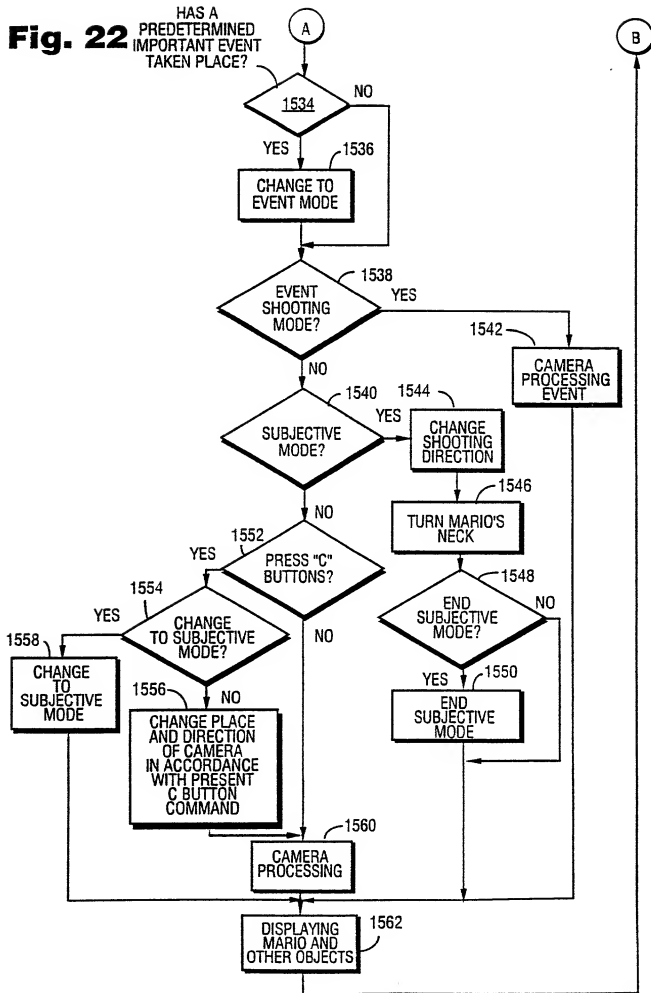


Fig. 22 HAS A
PREDETERMINED
IMPORTANT EVENT
TAKEN PLACE?



10052365-012302

10052365.012302

①

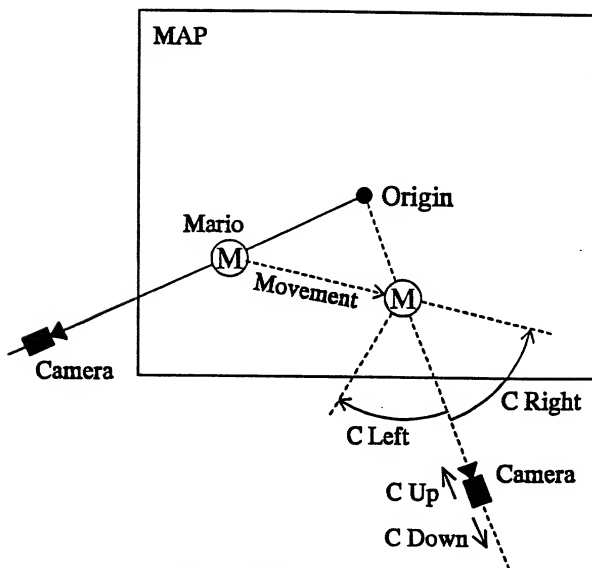


Fig. 23A

②

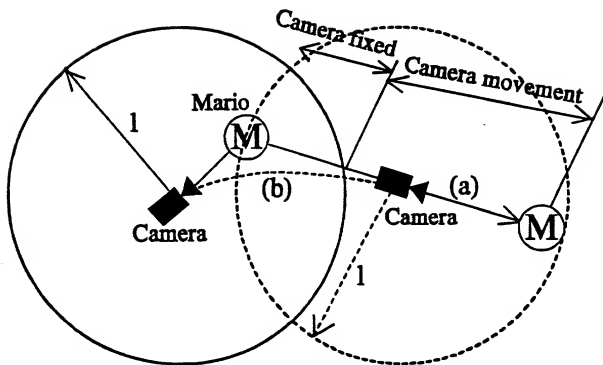


Fig. 23B

④

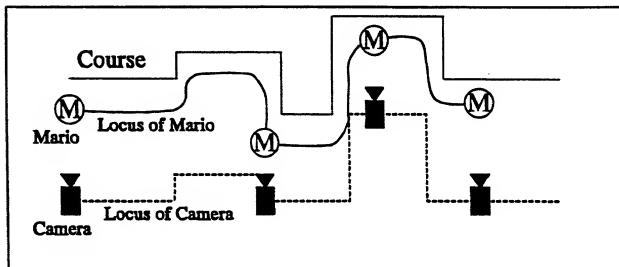


Fig. 23C

10052235 012302

⑤

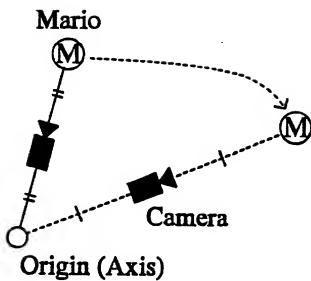


Fig. 23D

⑧

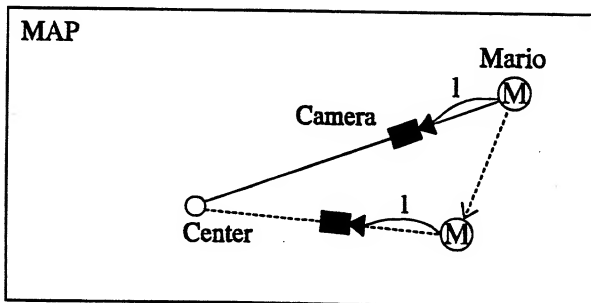


Fig. 23E



Fig. 23L

Fig. 23K

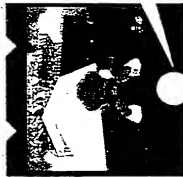


Fig. 23G

Fig. 23F



Fig. 23H



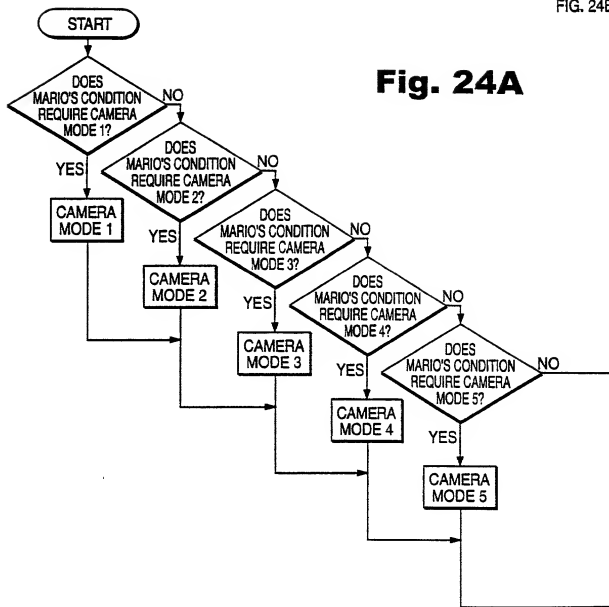
Fig. 23I



Fig. 23J

TO
FIG. 24B

Fig. 24A

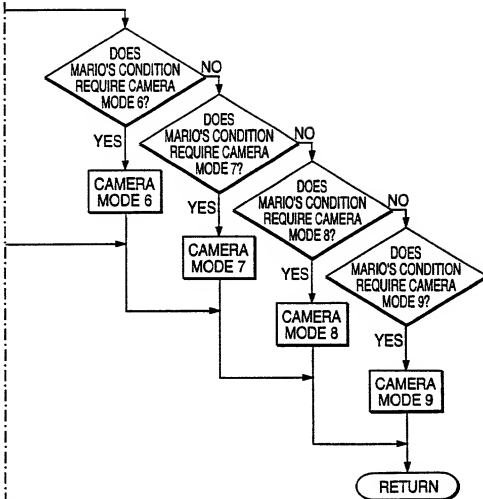


TO
FIG. 24B

10052365-012302

FROM
FIG. 24A

Fig. 24B



FROM
FIG. 24A

10052365-012302

Fig. 25A

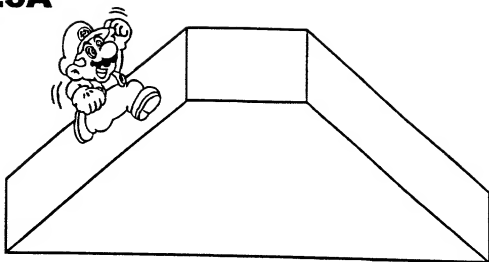


Fig. 25B

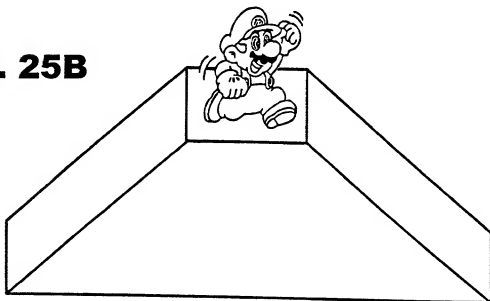
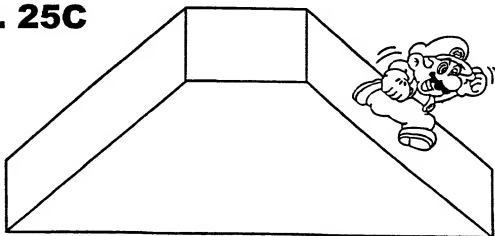


Fig. 25C



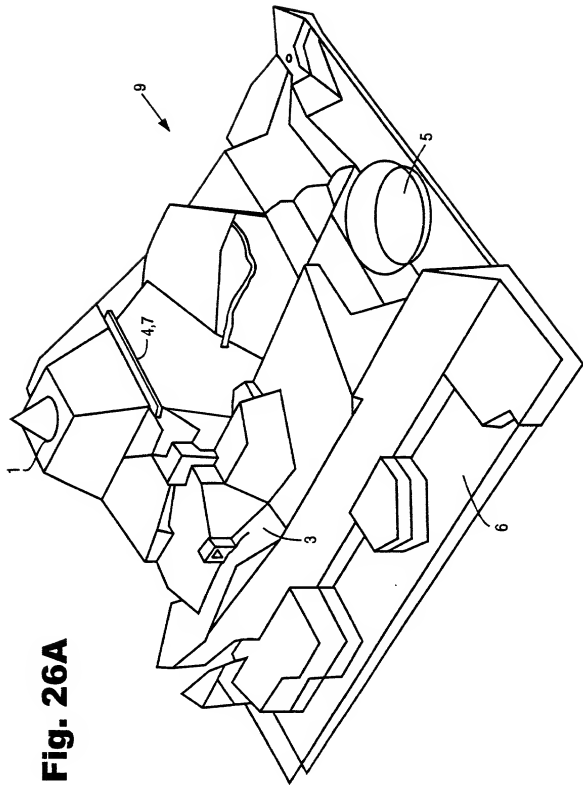
**Fig. 26A**

Fig. 26B
DUNGEON OR ROOM

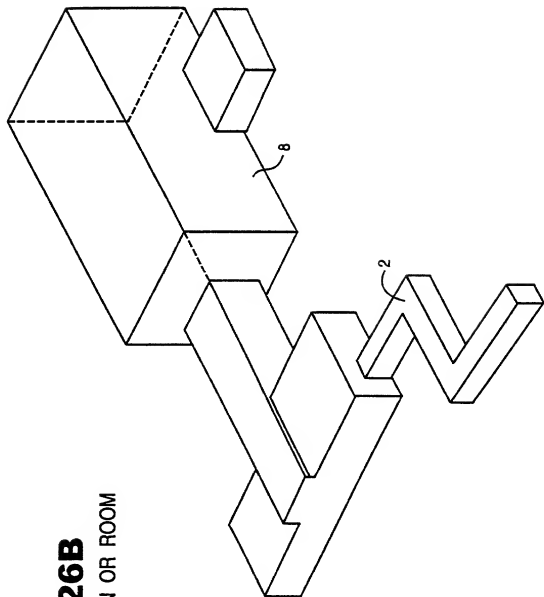


Fig. 27A

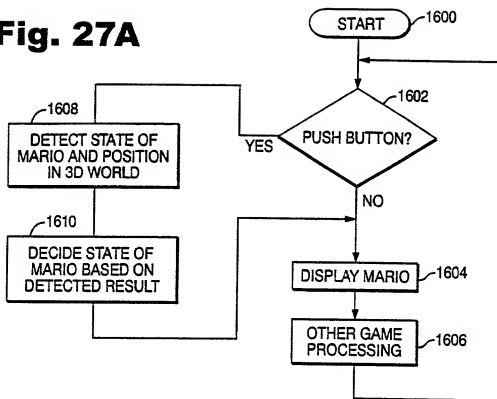


Fig. 27B

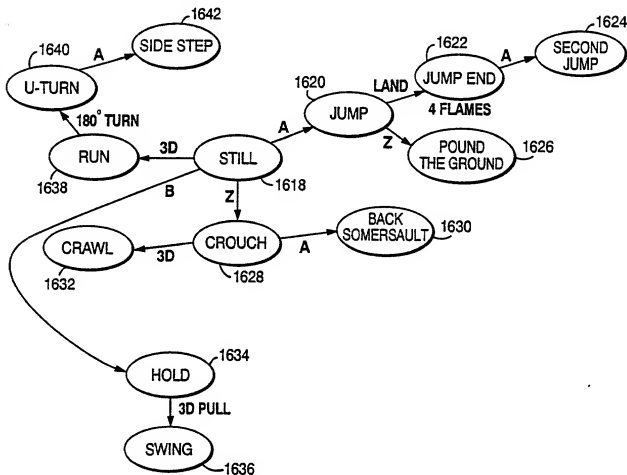


Fig. 27C

A + A

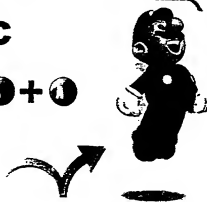


Fig. 27D

Z + A

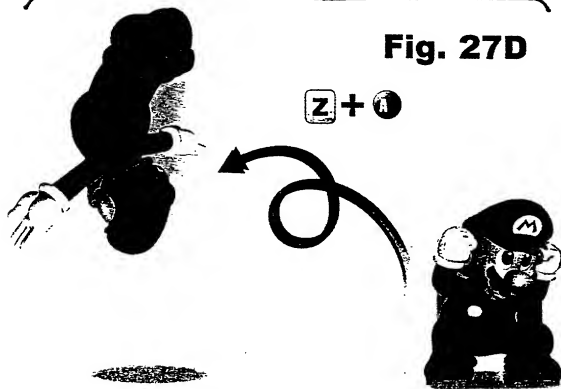


Fig. 27E

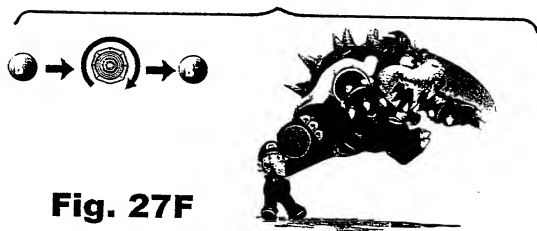
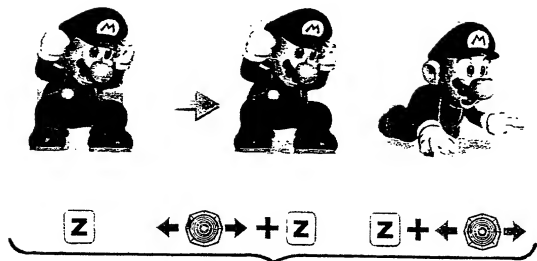


Fig. 27F

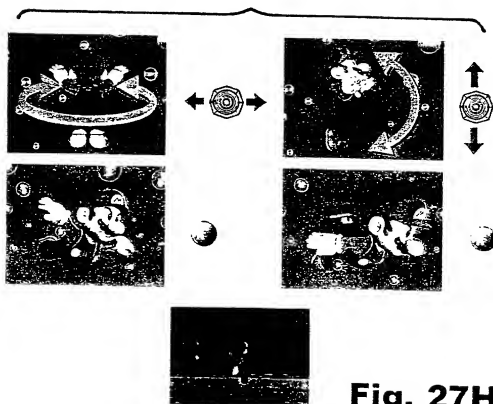
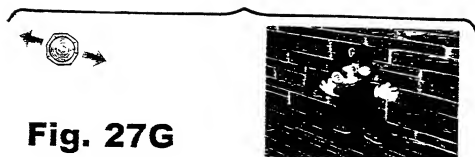


Fig. 28A

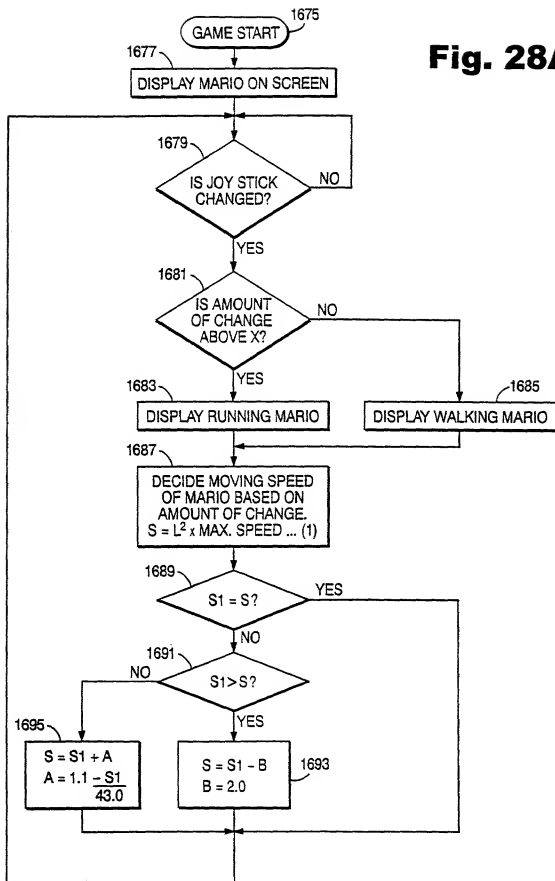
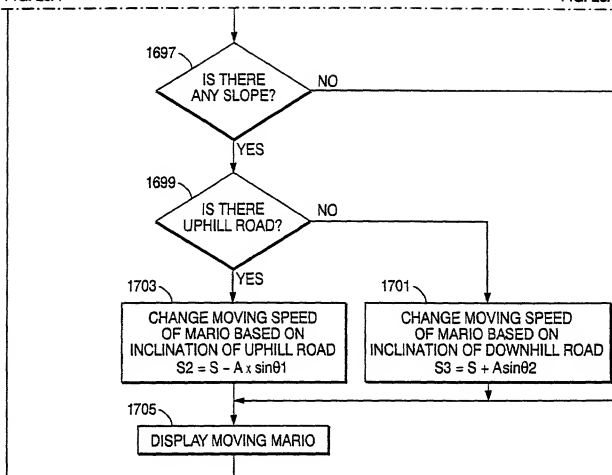


Fig. 28B

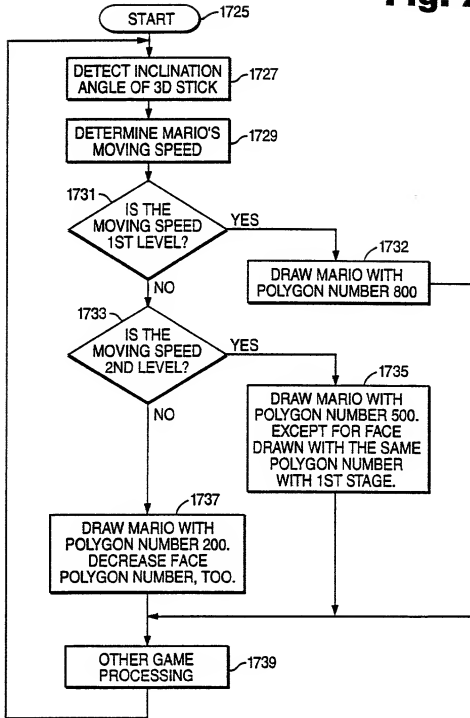
FROM
FIG. 28A

FROM
FIG. 28A



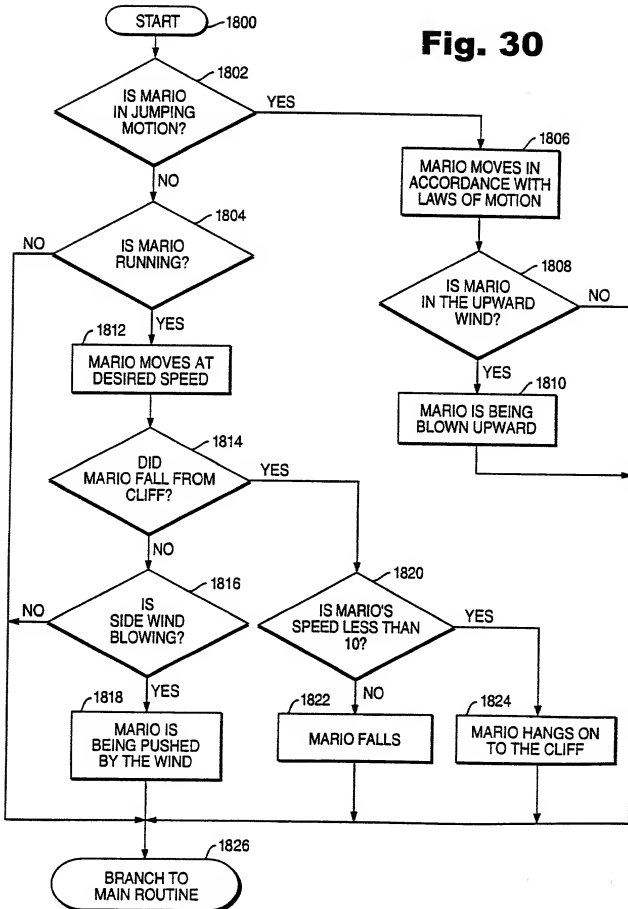
10052365.012302

Fig. 29



10052365 012002

Fig. 30



10052365.012302

Fig. 31

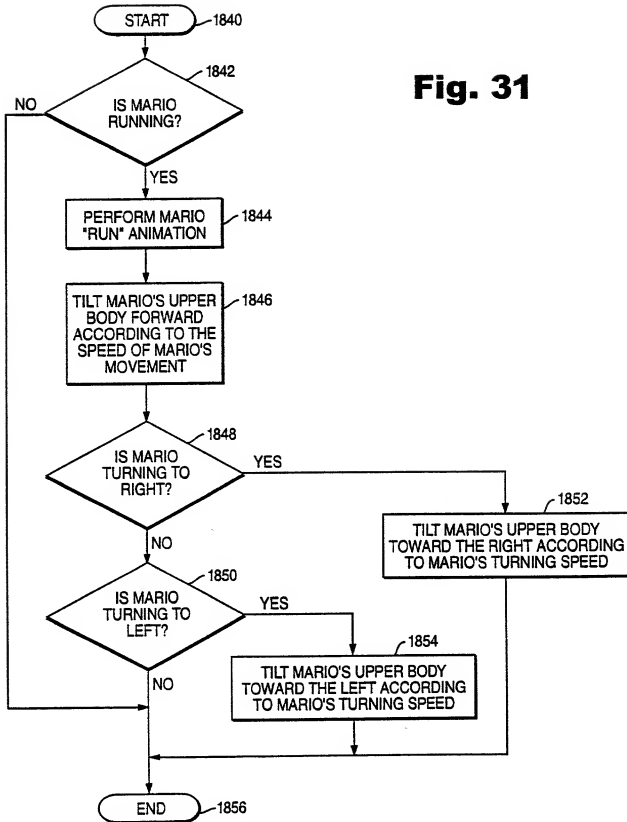
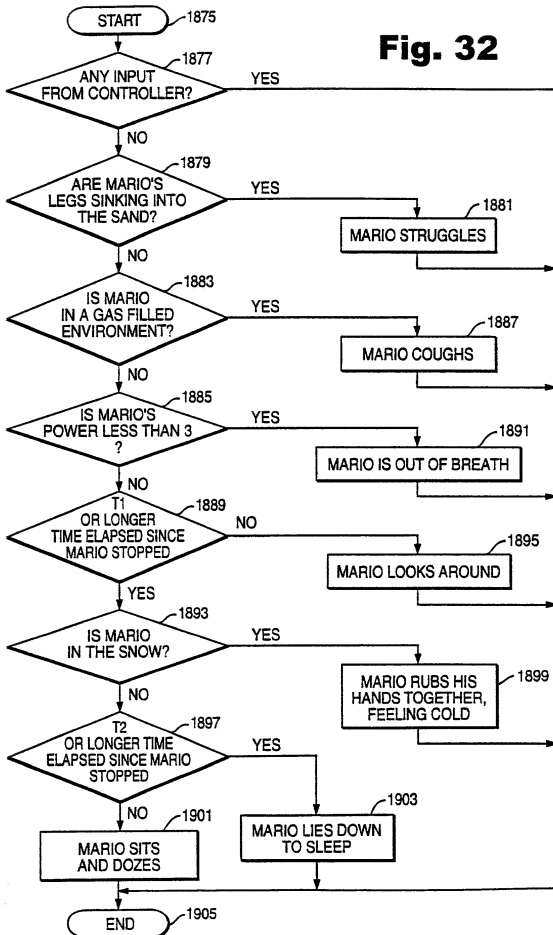


Fig. 32



JOY STICK PHYSICAL
COORDINATES

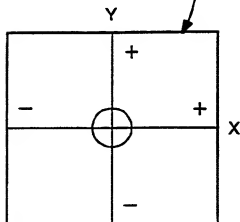


Fig. 33A

DISPLAY SCREEN

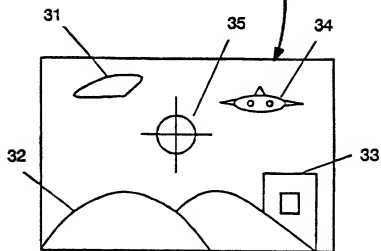


Fig. 33B

JOY STICK PHYSICAL
COORDINATES

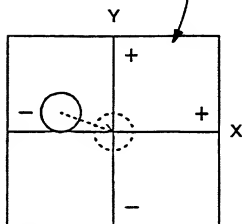


Fig. 34A

DISPLAY SCREEN

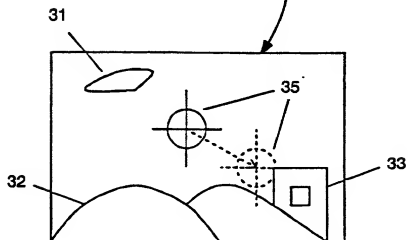


Fig. 34B